

## DYNAMIC SOFTWARE CODE INSTRUMENTATION METHOD AND SYSTEM

### RELATED APPLICATION

This application is a continuation-in-part of U.S. Patent Application Serial No. 09/310,441, entitled Dynamic Software Code Instrumentation Method and System, filed May 12, 1999.

### BACKGROUND OF THE INVENTION

#### 1. Field of the Invention

This invention relates to software analysis, and more particularly to a method and apparatus for dynamically instrumenting software executing on embedded systems for analysis thereof.

#### 2. Background Information

A wide variety of hardware and/or software systems for generating an exception to debug, test and/or emulate a target processor are known in the art. Such systems provide their functionality using many disparate technologies.

For example, U.S. Patent Nos. 5,560,036 to Yoshida; 5,737,516 to Circello et al.; 5,530,804 to Edgington et al., (the '804 patent); and 5,493,664 to Doi, all disclose processors having hardware or software integrated therein which facilitates debugging. A drawback of these approaches, however, is that they are not readily usable in connection with processors not originally manufactured with integrated debugging capabilities. For example, The

'804 patent discloses a processor having two modes of operation, one being a normal mode and the other being a debug, test or emulator mode of operation which is entered via an exception/interrupt. In this approach, a 'generate debug mode exception' (GDMI) may be included in the processor's instruction set. Disadvantageously, this approach is integrated into the processor rather than being suitable for use with processors not originally manufactured with such integrated systems.

5 U.S. Patent No. 5,748,878 to Rees et al., (the '878 patent) discloses a software analysis system for capturing tags generated by tag statements in instrumented source code. This software analysis system includes a probe that monitors the address and data bus of the target system.

10 When a tag statement is executed in the target system, a tag is written to a predetermined location in the address space of the target system. In this manner, instructions executing from internal cache memory which are not reflected on externally accessible buses, may be

15 monitored. A drawback of this approach, however, is that discrete tag statements, which tend to disadvantageously increase the number of executable lines of the code, must be included within the source code. These discrete tags disadvantageously increase the size of the code in

20 proportion to the number of functions instrumented. Moreover, although the tags may be monitored, the code continues to be executed within cache, and thus is not directly observable.

Thus, a need exists for an improved

25 debugging/emulation system capable of overcoming drawbacks of the prior art.

### SUMMARY OF THE INVENTION

30        According to an embodiment of this invention, a  
method is provided for monitoring run time execution of  
software code in a target system. The method includes  
searching a range of addresses within the software code to  
identify a desired instruction. Additional aspects of this  
35        method include replacing the desired instruction with a  
program flow change instruction directing execution to a  
buffer. Further aspects include: inserting a routine into  
the buffer, the routine having an output instruction and a  
branch instruction branching to an address of the software  
40        code subsequent to the program flow change instruction;  
and executing the program code.

Another embodiment of the present invention includes  
a system for monitoring run time execution of software  
code in a target. The system includes an instruction  
45        locating module to search a range of addresses within the  
software code to identify a desired instruction, and an  
instruction replacement module to replace the desired  
instruction with a program flow change instruction  
directing execution to a buffer. The system also includes  
50        an instrumentation module to insert a routine into the  
buffer, the routine having an output instruction and a  
branch instruction branching to an address of the software  
code subsequent to the program flow change instruction.

In a still further embodiment, the present invention  
55        includes an article of manufacture for monitoring run time  
execution of software code in a target system. The article  
of manufacture includes a computer usable medium having  
computer readable program code embodied therein. The  
computer usable medium has computer readable program code

60 for searching a range of addresses within the software  
code to identify a desired instruction, and has computer  
readable program code for replacing the desired  
instruction with a program flow change instruction  
directing execution to a buffer. The computer usable  
65 medium also includes computer readable program code for  
inserting a routine into the buffer, the routine having an  
output instruction and a branch instruction branching to  
an address of the software code subsequent to the program  
flow change instruction.

70 Another embodiment of this invention includes  
computer readable program code for monitoring run time  
execution of software code in a target system. The  
computer readable program code includes computer readable  
program code for searching a range of addresses within the  
75 software code to identify a desired instruction, and for  
replacing the desired instruction with a program flow  
change instruction directing execution to a buffer.  
Computer readable program code is also included for  
inserting a routine into the buffer, the routine having an  
80 output instruction and a branch instruction branching to  
an address of the software code subsequent to the program  
flow change instruction.

The above and other features and advantages of this  
invention will be more readily apparent from a reading of  
85 the following detailed description of various aspects of  
the invention taken in conjunction with the accompanying  
drawings.

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**BRIEF DESCRIPTION OF THE DRAWINGS**

Fig. 1 is a block diagram/flow chart of an example of  
95 the code monitoring system of the present invention;

Fig. 2 is a block diagram/flow chart of an example of  
operations performed by the code monitoring system of Fig.  
1;

Fig. 3 is an expanded block diagram/flowchart of an  
100 embodiment of the present invention including the code  
monitoring system of Fig. 1;

Fig. 4 is a screen display of a step in the operation  
of an embodiment of the present invention;

Fig. 5 is a screen display showing results of the  
105 operation of an embodiment of the present invention;

Fig. 6 is a screen display of an additional step in  
the operation of an embodiment of the present invention;

Fig. 7 is a screen display of a further step in the  
operation of an embodiment of the present invention;

Fig. 8 is a screen display of results of the  
110 operation of an embodiment of the present invention shown  
in Fig. 7;

Fig. 9 is a screen display of a further step in the  
operation of an embodiment of the present invention;

5 Fig. 10 is a screen display of the results of the  
operation of an embodiment of the present invention shown  
in Fig. 9;

Fig. 11 is a screen display of a further command step  
in the operation of an embodiment of the present  
10 invention;

Fig. 12 is a screen display of the results of the  
operation of an embodiment of the present invention shown  
in Fig. 11;

Fig. 13 is a block diagram/flow chart of an alternate  
15 embodiment of a code monitoring system of an embodiment of  
the present invention;

Fig. 14 is a block diagram/flow chart of an example  
of operations performed by the code monitoring system of  
Fig. 13; and

20 Fig. 15 is an expanded block diagram/flowchart of an  
embodiment of the present invention including the code  
monitoring system of Fig. 13.

#### DETAILED DESCRIPTION OF THE PREFERRED EMBODIMENTS

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Referring to the figures set forth in the  
accompanying Drawings, the illustrative embodiments of the  
present invention will be described in detail hereinbelow.

For clarity of exposition, corresponding or analogous  
30 features shown in the accompanying drawings shall be  
indicated with like reference numerals and similar  
features such as shown in alternate embodiments in the  
drawings shall be indicated with similar reference  
numerals.

35 Briefly described, as best shown in Fig. 2, an  
embodiment of the present invention includes a system and  
method of monitoring software code as it is executed by a  
target CPU for debugging, etc. Standardized software code  
function (or module) preamble and postamble instructions  
40 such as shown at 30 and 32 are dynamically replaced (i.e.,  
replaced after compiling and prior to execution) with  
instructions that will generate a predetermined exception  
or interrupt. This exception is of a type included in the  
standard instruction set of the target processor, such as  
45 a misalignment exception. The exception thus generates a

branch 90 to a conventional exception vector table 34. An exception routine 35 is inserted into the vector table, which may include any of several instructions, such as disabling the Data Cache (as at 92) and/or Instruction  
50 Cache. Subsequent instructions in the vector table execute the replaced preamble instruction and then, with or without re-enabling the cache as at 94, branch back to an address of the program code module immediately following the faulted preamble address as shown at 96.  
55 Instructions of the function 29 executed while cache is disabled are executed on the bus where they are visible, as opposed to within cache. The function 29 continues to execute until the substitute postamble instruction 32 generates a second misalignment exception. This second  
60 exception will branch the program (as at 90) back to the exception table 34 which executes as discussed hereinabove and then re-enables the cache at 94. At this point, the vector table 34 branches back to an address of the program code immediately following the faulted postamble  
65 instruction as shown at 98 and then to the calling function 28 as shown at 102 to enable the remainder of the program to run in a normal, full speed (cache-enabled) fashion.

Advantageously, embodiments of the present invention  
70 provide the flexibility to selectively instrument various portions of the code at run time, to avoid having to execute previously debugged code at the less than optimum levels of performance typically associated with disabled cache. Moreover, an embodiment of the present invention  
75 enables such instrumentation nominally without "padding" the individual code functions with additional instructions. Rather, the functionality of an embodiment

of the present invention is provided by adding instructions only to the exception vector table 34. Thus, multiple software functions or modules may be instrumented 80 nominally without any more overhead (i.e., added instructions) than that associated with instrumenting a single function.

Referring to the Figures, embodiments of the present 85 invention will now be described in greater detail. As shown in Fig. 1, the invention includes an instrumentation block 9 which further includes an instruction locating module 22 coupled to an instruction replacement module 24 which is in turn coupled to a vector table instrumentation 90 module 26. Instruction locating module 22 scans a block of program code within a user designated address range or ranges to locate predetermined instructions. Examples of such predetermined instructions include those used to designate a preamble and/or a postamble of a code block or 95 function. Once the preamble and/or postamble of the code block has been located, instruction replacement module 24 replaces the instructions with substitute instructions designed to generate an exception of a type commonly included in the instruction set of the target 100 microprocessor. An example of such an exception is a misalignment exception which occurs when the processor attempts to read from an odd numbered address. Although embodiments of the present invention are described herein with respect to misalignment exceptions, it should be 105 understood by those skilled in the art that other types of standard exceptions may be utilized without departing from the spirit and scope of the present invention.

The vector table instrumentation module 26 serves to instrument (add instructions to) the standard exception



110 vector table by inserting an exception routine 35 (Fig. 2)  
therein, as will be discussed in greater detail  
hereinbelow.

Turning now to Fig. 2, an example of the operation of  
an embodiment of the present invention is shown.

115 Initially, instruction locating module 22 utilizes  
conventional searching techniques to locate standard EABI  
(Embedded Application Binary Interface) preamble and  
postamble instructions which occur at the beginning and  
ending, respectively, of a function. In particular, the  
invention may search for the MFSPR (move from special  
register) instruction which occurs in the preamble and the  
MTSPR (move to special register) instruction which occurs  
in the postamble of each function. These instructions are  
preferably chosen because they are standard EABI commands  
present in any software intended to be compliant with a  
number of platforms, including Motorola® PowerPC™, other  
Motorola® platforms, and Internet compatible platforms.  
The MFSPR and MTSPR instructions are thus included in the  
standard instruction set for nominally all EABI compatible  
processors.

For example, an 'MFSPR r0, lr' instruction (not shown)  
originally located at address 100 of instrumented function  
29 instructs the processor to take the address in a link  
register of main program 28 (i.e., the calling function)  
and insert it into the r0 register, while an 'MTSPR lr, r0'  
instruction (not shown) at address 200 of function 29  
instructs the processor to take the value in the r0  
register and insert it back into the link register. In  
operation, the user may select an address range to be  
searched, to for example, search for functions disposed  
within, or called by instructions within, the range of

addresses, i.e., between 0 and 300. Once the preamble and postamble instructions have been found by the instruction locating module 22, instruction replacement module 24 replaces them with substitute instructions to generate misalignment exceptions. Examples of misalignment instructions and their codes are shown in the following Table 1:

Table 1

	Replacement Instruction	Decoded Meaning	Instruction Replaced	Action for Exception Routine
30	Ldw r0,0001(r1)	= entry to a function	MFSPR r0,1r	create entry marker only
31	Ldw r0,0011(r1)	= entry to a function and turn I-Cache off	MFSPR r0,1r	create entry marker and turn Instruction Cache off (to begin trace)
37	Ldw r0,0021(r1)	= entry to a function and turn I-Cache on	MFSPR r0,1r	create entry marker and turn Instruction Cache on (to end trace)
32	Ldw r0,4001(r1)	= exit from a function	MTSPR 1r,r0	create exit marker only
39	Ldw r0,4011(r1)	= exit from a function and turn I-Cache off	MTSPR 1r,r0	create exit marker and turn Instruction Cache off (to begin trace)
33	Ldw r0,4021(r1)	= exit from a function and turn I-Cache on	MTSPR 1r,r0	create exit marker and turn Instruction Cache on (to end trace)

In the example shown in Fig. 2, the preamble and postamble instructions are replaced with substitute instructions 30

and 32, respectively. Instruction 30 effectively instructs the processor to increment the value in the r1 register by one and insert it into the r0 register.

In this regard, the skilled artisan will recognize that to be fetched properly, the value of the address in the r1 register should be an even number. Moreover, in PowerPC™ architecture the processor may only fetch from even numbered addresses in increments of eight. By inserting command 30, the processor will attempt to read from an odd-numbered address and thus generate a misalignment exception. The processor will then branch to the exception vector table 34. Once at vector table 34, the processor will execute the exception routine 35 inserted by the instrumentation module 26 (Fig. 1).

A preferred embodiment of the exception routine 35 is generally described in the following Table 2:

Table 2

1.	Save current state of Data Cache and then Disable Data Cache
2.	Read from start of exception routine
3.	Read address of misalignment exception (in SRR0 Register)
4.	Read Opcode which caused exception
5.	Decode misalignment exception
	a. if ldw r0,0001(r1) then read link register, execute MFSPR R0,LR, goto step 6
	b. if ldw r0,0011(r1) then read link register, turn I-Cache off, execute MFSPR R0,LR, goto step 6
	c. if ldw r0,0021(r1) then read link register, turn I-Cache on, execute MFSPR r0, LR, goto step 6
	d. if ldw r0,4001(r1) execute MTSPR LR,R0, goto

	step 6
	e. if ldw r0, 4011(r1) then turn I-Cache off, execute MTSPR LR, r0, goto step 6
	f. if ldw r0, 4021(r1) then turn I-Cache on, execute MTSPR LR, R0, goto step 6
6.	Restore original state of Data Cache and then Read from start of exception routine +2
7.	Enable Data Cache
8.	Return to function at next instruction after exception

The misalignment instruction causes a fault prior to actual execution thereof. The actual read from an odd address thus does not actually take place. The CPU automatically vectors to the misalignment exception routine 35 and automatically stores the faulted address in a special register, i.e., the "SRR0" register. Referring now to Table 2, after saving the current state of the Data Cache, the first instruction in the exception routine 35 disables the Data Cache as shown at step 1. The subsequent instruction at step 2 directs the processor to read the starting location (i.e., address 602 in the exemplary code listings included hereinbelow) of the exception routine 35 so that this read is visible on the external bus and is thus used to indicate to an external bus/state analyzer that the misalignment exception routine 35 has been entered. In this regard, the instruction will have been pre-fetched by the processor and stored in the Instruction Cache. (One skilled in the art will recognize that in conventional "Harvard" architecture, instruction "fetches" normally occur in Instruction Cache, while "reads"

and "writes" will normally occur in Data Cache.) This read of the pre-fetched instruction at the starting location of routine 35 thus serves as a TAG or MARK which informs an external bus/state analyzer to capture the subsequent cycle of instructions being executed. The next step 3 is to read the faulted address stored in the "SRR0" register as shown at 40. The exception routine then reads the data at the location pointed to by the SRR0 register (i.e., the Opcode at the faulted address) as shown at step 4. Since the Data Cache has been previously disabled, the processor executes steps 3 and 4 on the external bus where they are visible by the conventional bus/state analyzer, i.e., an emulator/debugging hardware or software system.

Steps 5a-5f decode the data according to the Opcode which generated the exception, to determine which instruction was originally replaced and to determine what action to take, as indicated in Table 1 hereinabove. For example, if the Opcode includes a hexadecimal value of 0001, as shown in step 5a, this indicates the presence of misalignment exception 30 (Table 1), and according to Table 1, function 29 was entered and only a marker (without a trace) should be generated. (An example of such functionality will be discussed hereinbelow with respect to Fig. 8.) Alternatively, if the Opcode includes a hexadecimal value of 4001, as shown at step 5d, this indicates presence of misalignment exception 32 (Table 1), and that according to Table 1, a function 29 was exited and a marker should be generated.

Various additional instructions may be included in the exception routine 35 to provide additional functionality selectable by the user. For example, provision for decoding instructions 31 and 33 (Fig. 2) may

be included as at steps 5b and 5f, to enable a user to instrument for entry and exit of functions and to trace the functions (i.e., view the execution of the functions).

Instructions 37 and 39 also may be decoded as at steps 5c and 5e for use in called functions (i.e., children) for which a trace is not desired, as will be discussed in greater detail hereinbelow.

Having decoded the misalignment instruction, steps 5a-5f will execute the original replaced instruction and take any additional appropriate action (i.e., turn Instruction Cache on/off, etc.) as also shown. Once any one of the steps 5a-5f has been completed, the exception routine 35 restores the original state of the Data Cache and then reads the start of the exception routine +2, i.e., address 606 in the exemplary code listings included hereinbelow, as shown at step 6, to indicate to the bus/state analyzer that the exception routine has been exited. The Data Cache is then re-enabled in step 7. Step 8 returns to the instrumented function 29 at the next instruction after the misalignment instruction (i.e., the instruction subsequent to the address in the SRR0 register).

The TAGS or MARKERS provided by steps 2 and 6 discussed hereinabove may be preferably utilized by the external bus/state analyzer to control output displayed by display module 14, in accordance with the triggering arrangement shown in the following Table 3:

Table 3

	Instruction	Decoded Meaning
80	L0.0 if address = 602 then goto L1	when address read occurring on bus = entry to exception routine (i.e., 602) goto level 1 and look for events L1.0 or L1.1
82	L1.0 if read then trace cycle	trace all read cycles while event system is at level 1
84	L1.1 if address = 606 then goto L0	when address read occurring on bus = entry to exception routine +2 (i.e., 606) goto to level 0 and wait for event L0.0

The above triggering arrangement signals the external bus/state analyzer when to display the output provided by an embodiment of the present invention. Such a triggering arrangement is particularly useful when the event program code 28 is executing with either or both Data and Instruction Caches disabled prior to entry of exception routine 35. In such an event, since the entire program code 28 may be executing on the bus where it is visible, this triggering arrangement may be advantageously utilized to specifically identify execution of the selected function 29.

Having described an embodiment of the present invention, various functionality thereof will be described. In the event an embodiment of the present invention is configured to indicate only entry and exit of a particular function 29, the exception routine 35 is executed once, utilizing step 5a to indicate entry to the function 29. The exception routine then branches back to the next instruction after the preamble to permit the

function 29 to execute in a conventional manner until the misalignment instruction 32 is reached, at which time the exception routine 35 is executed a second time, utilizing step 5d to indicate exit from the function 29. In this event, after indication that the function 29 has been entered, the function 29 will continue to execute in cache until the processor attempts to read the substituted instruction 32 at the postamble. When this occurs, a second misalignment exception is generated at which point the processor branches back to the vector table 34 (and exception routine 35) to provide the user with an indication that the function 29 is being exited by the microprocessor. The routine 35 will then be exited, branching to the instruction subsequent to the postamble of the function 29, followed by restoring the value originally in r0 to the link register to effectively branch the processor back to the main program code (calling function) 28. The calling function 28 will then operate in a conventional, fully cached mode to operate at full efficiency and speed.

Additional functionality, such as providing a trace with or without trace of other functions (i.e., calls or children) called by function 29 may be provided. This may be implemented by using modules 22 and 24 to individually locate any branches to such children, and replace the preambles and postambles of such children, (regardless of whether or not they fall within the address range selected by the user), substantially as described hereinabove. For example, a function 29 (and calls) may be traced by substituting instructions 31 and 33 into function 29 and its children as described hereinabove. Similarly, function 29 may be traced without calls by substituting



instructions 31 and 33 into function 29, while substituting instructions 37 and 39 into the preambles and postambles, respectively, of any children of function 29.

In this latter example, the Instruction Cache will be enabled upon entry to each of the children to prevent them from being traced, and then disabled upon exit therefrom to continue tracing the parent function 29.

Turning now to Fig. 3, an embodiment of the present invention is shown and described in block diagram format.

As shown, a conventional cache control module 10 may be utilized in combination with an embodiment of the present invention to enable a user to selectively enable or disable Instruction Cache and/or Data Cache as indicated at blocks 11 and 13, respectively. The cache control module 10 is preferably coupled to instrumentation module 12 of an embodiment of the present invention. The instrumentation module preferably includes an Entry/Exit instrumentation module 16, a Trace Functions With Calls module 18 and a Trace Functions Without Calls module 20. Modules (i.e, menu commands) 16, 18 and 20 are individually selectable by a user utilizing a conventional graphical user interface (GUI), as may be provided in Display Module 14 discussed hereinbelow. Each module 16, 18 and 20 is coupled to the instrumentation block 9 which includes modules 22, 24 and 26 as described hereinabove and which operate in a predetermined manner dependent upon which instruction or module 16, 18 and 20 is selected by the user. In this regard, instruction locating module 22 includes a preamble/postamble locating block 40 for locating instructions disposed in the preamble and/or postamble of a function, such as the MFSPR and MTSPR instructions discussed hereinabove. A branch instruction

module 42 is also included to locate branch instructions and thus provide the Trace With Calls functionality associated with module 18.

Instrumentation module 12 is coupled to a display module 14 which as mentioned hereinabove, may include a conventional graphical user interface (GUI) to generate screen displays of both the user selectable functions as well as the code executing on the bus of the target processor.

As shown in Fig. 4, the cache control module 10 may be operated using a GUI interface generated by display module 14 to either enable or disable Instruction Cache and/or Data Cache using instruction and Data Cache toolbars 41 and 43, respectively. Once disabled, all instruction fetches and/or reads and writes will occur on the bus and thus be displayed as shown, for example, in Fig. 5.

Turning to Fig. 5, both Instruction Cache and Data Cache have been disabled as shown at display line 45. As also shown, instruction fetch cycles occurring on the bus are indicated with a "miss" designation 47 to indicate that cache was missed. Moreover, all read cycles and write cycles are displayed with the words "read" (not shown) or "write" as at 53 when the Data Cache is disabled.

An exemplary embodiment of the present invention having been described, the following is a more detailed description of some of the operations thereof as displayed to a user.

In general, cache may be initially disabled and enabled by invoking cache control module 10 or a similar device as shown in Fig. 4. A user may then operate this embodiment of the present invention by selecting module

(menu command) 16, 18, or 20 as will be shown and described with respect to Figs. 6-11 hereinbelow. The code 28 to be debugged then may be run on the target processor as desired and a trace thereof may be displayed by the display module 14.

Turning to Fig. 6, in a preferred embodiment, specific functions to instrument and trace may be selected as at 54 which in turn activates an Instrument Functions menu 55 generated by instrumentation module 12 (Fig. 3). Turning to Fig. 7, selecting the Entry/Exit Only command 56 invokes Entry/Exit module 16 (Fig. 3) to capture every instance within a desired address range in which a selected function is called. In a preferred embodiment, any function that called the selected function also may be indicated. This command 56 is useful for tracing function/performance information, such as time stamp and sequence information. Fig. 8 is an example of an output generated by use of the Entry/Exit Only function 56. In this example, the function "daysBetween" has been instrumented for only Entry/Exit. Each Entry/Exit is indicated by the display of "c\daysBetween" as at 57 (which indicates that the function has been called). Also visible is the function "calender" (as at 61) because it called the function "daysBetween". A user may "drill down" by actuating (i.e., clicking) on the '+' icon in a manner known to those familiar with Microsoft® software, such as "Microsoft® Explorer™", to show expanded detail such as the opened and closed brackets 58 and 59 which correspond to Entry and Exit of a function, respectively. In the example shown, only one instance of Entry/Exit has been shown in expanded detail. Turning to Fig. 9, the instruction Instrument and Trace Functions with Calls 60

may be selected by the user to invoke module 18 (Fig. 3) to provide more detailed visibility into the executing code. This provides entire program flow for instrumented functions and also for nested functions (i.e., calls or children) of the instrumented function(s), as shown in Fig. 10. Turning to Fig. 10, the function "dayOfYear" 62 is instrumented and trace is also displayed for all other nested functions as shown at 64. The Instruction Cache toolbar 44 is displayed as "disabled" because cache is disabled for this particular routine thus permitting instruction fetches occurring on the bus to be captured.

Turning now to Fig. 11, the instruction Instrument and Trace Function(s) Without Calls 66 may be selected to invoke module 20 (Fig. 3) to view program flow of a function (e.g., dayOfYear) without full trace for associated calls. When selected, Entry/Exit visibility for calls associated with the selected function is provided as at 68 and 70 of Fig. 12, with the trace of the function shown in expanded form at 72.

An embodiment of the present invention is advantageously capable of being utilized with various target processors regardless of whether or not they include specific debugging/emulation tools or systems integrated therein. Moreover, the invention does not necessitate increasing the size (lines) of executable code being debugged, and is capable of monitoring the execution of individual code instructions by selectively disabling and enabling portions of the code, while permitting remaining portions of the code to run at full (cache enabled) speed.

Moreover, although an embodiment of the present invention has been described hereinabove as utilized with

an external bus/state analyzer to capture information on the bus, it should be recognized by those skilled in the art that the present invention may be utilized in combination with a software system which may store the desired information (i.e., entry/exit markers and/or traces, etc.) within a circular buffer which would automatically cycle to keep the latest executed instructions therein. In this manner, an embodiment of the present invention may be implemented in combination with a bus/state analyzer implemented in hardware, software, or a combination thereof.

The foregoing description is intended primarily for purposes of illustration. Although the invention has been shown and described with respect to an exemplary embodiment thereof, it should be understood by those skilled in the art that the foregoing and various other changes, omissions, and additions in the form and detail thereof may be made therein without departing from the spirit and scope of the invention.

Referring now to Figs. 13-15, aspects of an alternate embodiment of the present invention are shown. This embodiment includes an instrumentation block 9' shown schematically in Fig. 13. Instrumentation block 9' includes an instruction locating module 22' coupled to an instruction replacement module 24' which is in turn coupled to an instrumentation module 26'. This embodiment operates substantially as described hereinabove with respect to instrumentation block 9, while using instruction locating module 22' to identify functions and other program code locations other than by locating the aforementioned "special instructions" (i.e., EABI preamble and postamble instructions). Rather, this embodiment (block 9') may

locate functions to be instrumented by using locating module 22' to identify preamble/postamble, local/global data, and other desired instructions by analyzing conventional debug information supplied by the compiler during compilation of the program code 28 (Fig. 14). This compiler-derived information may be conveniently used to delineate the beginning/end of the function, a particular source code line, and/or to track nominally any manipulation of data, such as described in greater detail hereinbelow in Table 4. Examples of such compiler-derived conventional debug information include that provided in the well-known 'stabs' debug format, which generates debug code having '.stab' extensions to identify various predetermined points of the program code during program compilation. Additional conventional debug formats and/or programs that may be used include 'elf' (using '.elf' extensions) and 'dwarf' (using '.dwarf' extensions). The skilled artisan will recognize that these debug entries may be commonly used to identify numerous program locations/actions, including beginning/end of functions, manipulation of data (i.e., reads/writes), etc. Instrumentation block 9' uses this debug information in lieu of, or in addition to, the EABI preamble/postamble information discussed hereinabove with respect to block 9, to identify information such as functions, data manipulation, and/or additional program information. Once identified, this embodiment may operate substantially as described hereinabove with respect to block 9, e.g., by using replacement module 24' to substitute misalignment instructions (such as instruction 30 of Fig. 2) to enable code execution to occur on a bus. Alternatively, operation of this embodiment may occur as shown in Fig. 14.

Advantageously, embodiments of the present invention may perform these functions during run time of the software code, i.e., during the time in which the executable (i.e., compiled) version of code is running on a target system. In other words, one or more of these functions performed by the present invention, (e.g., searching, replacing, and/or inserting instructions) are effected at some time after the code is compiled. In one embodiment in particular, execution of the software code in the target is momentarily halted in order to perform functions such as substituting program flow change instructions into the code. A reason for this is that some conventional processors, such as those with JTAG/BDM interfaces, require use of the processor to access memory. Once these operations are completed, this embodiment automatically releases control of the target CPU and execution of the software code automatically continues.

Although this momentary cessation of code execution may be used in some embodiments, the skilled artisan will recognize that the operations effected by these embodiments may be effected without halting (e.g., may be performed in parallel with) the code execution without departing from the spirit and scope of the present invention.

As used herein, the term 'run time' excludes the term 'compile time' (the time during which a program is compiled), so that 'run time' includes any time after the program is compiled or assembled. As used herein, the term 'substitute' or 'substituting' includes replacing, attaching, and/or otherwise modifying an original instruction with another (e.g., program flow change) instruction. The term 'original instruction' refers to

either one or more source code instructions (e.g., opcodes) or one or more object (e.g., machine) code instructions.

Turning now to Fig. 14, instrumentation block 9' may operate by using replacement module 24' to replace the first instruction (e.g., an instruction at address 100') of program code 28 with other types of instructions that cause a change in program flow (such as a "branch" or "jump to subroutine" instruction 30'). Replacement module 24' may then insert the original (e.g., first) instruction into a translation table (also referred to as an instrumentation table) 150. As shown below, translation table 150 includes the original instruction along with additional information intended to facilitate restoring the program code 28 to its original state once the instrumentation is removed (e.g., after monitoring has been completed). For example, Table 150 may include information conveying the operation to be performed by the instrumentation instruction (i.e. branch, jump, or exception). Translation table 150 may be located within the memory of the host processor.

Translation Table 150

Address of the original opcode)	Original Opcode	Action to be performed (by program flow change instruction)	Address of scratchpad buffer 34'	Size of the code (of the routine 35' in the buffer 34')	Unique ID for the action to be performed
0x100100	0x914b004	Jump to Subroutine	0x400000	0xf0	0x1

The change in program flow (e.g., "branch") instruction 30' branches 90' the program 28 to a scratch



pad 34'. (Scratchpad 34' is analogous to exception table 34 discussed hereinabove.) Scratchpad 34', which may be located in the memory of the target processor, is provided with additional instructions (e.g., a routine) 35' by scratchpad instrumentation module 26' (Fig. 13). This routine 35' may include turning cache off and on as shown at 92' and 94', so that instructions execute on the bus. Moreover, in lieu of, or in addition to providing visibility by bus execution, routine 35' may include one or more output instructions 97, such as a "printf" statement, that generate output to a trace buffer 103. Trace buffer 103 may be located in the memory of the target device running the code 28. This buffer 103 is viewable by a conventional debugger to effectively enable instructions and/or data manipulation effected by routine 35' to be traced. Examples of some specific operations that this embodiment may perform include those set forth in the following Table 4:

Table 4

1. Capturing entry/exit of a function 16';
2. Tracing code execution with or without calls, 18', 20', respectively (Fig. 15);
3. Capturing data manipulation 23 (Capturing the data passed between a calling function and the callee);
4. Inserting arbitrary code statements 25 (patch code, i.e., to alter behavior of a code portion);
5. Capturing the sequence of program

6. execution 27; and
7. Capturing changes to local or global variables 29.

In a manner that is substantially similar to that described hereinabove for block module 12, a user may actuate instrumentation module 12' (Fig. 15) to designate a particular desired operation (such as indicated in Table 4). Once so designated, block 9' may implement the operation, such as included in the following Table 5:

Table 5

1) Identify the address (e.g., address 100') in the main code segment 28 where the first instruction of interest (e.g., the preamble of a function) is located.
2) Select the particular trace acquisition code statement(s) (including program flow change instructions 30' that will produce a sequence of machine (object code) instructions necessary to perform the designated action (e.g., one of the actions listed in Table 4), including outputting the result to buffer 103. This may typically require analyzing the symbol table generated during compilation or assembly of the code 28 in the target processor to know how to access data structure thereof. (This step may be accomplished by calls to other "canned" routines such as a special "printf" or "scanf" function to monitor values or to allow dynamic modification of existing values. (For example, the special 'printf' function may be a conventional C 'printf' modified to direct output to the buffer 103.) Similarly, a value may be patched (inserted) after an assignment to watch the behavior of the change, as discussed below.)
3) Copy/Paste the code statement(s) 30' (Fig. 14), as well as the original (e.g., substituted) instructions of the code 28, into translation (instrumentation) table 150.
4) Determine the size of the machine code statements generated in step (2), the code to save/restore the original register context (e.g., using the information stored in Instrumentation Table 150), the original instruction, and code 32' to redirect 96', 98' (Fig. 14) execution to the address following the original

instruction(s).
5) Allocate memory in the scratchpad 34' of the size determined in step (4).
6) Insert the new machine code described in step (4) into the memory allocated in the scratchpad 34'.
7) Substitute (e.g., attach and/or modify) the memory location (e.g., 100', 200', in Fig. 14) of the desired original instruction to contain the program flow change instruction 30', 32', etc., that vectors 90' program execution to the start address of the newly allocated code space within the scratchpad 34'. This step (7) may be performed after completion of steps (1-6) to help prevent the premature vectoring.

As mentioned hereinabove, substituting (as in Step 7 of Table 5) may include attaching a code statement(s), for example, at a source line, which then enables block 9' to derive the assembly address (e.g., 100', 200') of a machine code statement associated with the original source line and substitute this (original) machine code statement with the change in program flow instruction 30', 32' that would cause the change in program flow instruction to be executed along with the original source code instruction associated with that address. The address of the instruction 30', 32', the original instruction, and knowledge of the memory block that has been allocated within scratch pad 34' for the inserted code statement(s), is maintained within translation table 150 in order to reverse the action, as discussed hereinabove. Table 150 may also retain the inserted code statement 30', 32' to permit a "change" report to be generated upon demand.

Although the program flow changes instructions 30' and 32' are described as being inserted at the beginning and ending of a program code segment, the skilled artisan will recognize that they may be substituted at any desired location within the code segment, such as described in the

additional examples hereinbelow, without departing from the spirit and scope of the present invention.

Additional examples of various embodiments of the present invention are now discussed. These examples are not to be construed as limiting.

### Additional Examples

#### **Example 1**

This example describes the "code insertion" instrumentation behavior of step 3 of Table 4 above. This example examined a function such as "add\_values\_reference" that receives pointers to structures and adds their values together returning them in a global structure. In the event this function appears to be operating incorrectly, the "patch" or "code insertion" feature (step 3) of Table 4 may be used to dynamically insert code to monitor (e.g., by a "printf" statement 97 that outputs the values to buffer 103), or code to alter behavior (such as forcing a known value into a variable). For simplicity, in this example, "add\_values\_reference" performs only an assignment. Sample code used in this Example 1 is shown as "Sample Code Listing 1" hereinbelow.

#### Sample Code Listing 1:

```
int add_values_reference(MY_STRUCT *structure1, MY_STRUCT *structure2)
{
    global_struct_2.integer_value = structure1->integer_value +
structure2->integer_value;
    global_struct_2.char_value = structure1->char_value +
structure2->char_value - '0';
    return(global_struct_2.integer_value);
}
```

Resulting Machine (Object) Code listing:

```

00000166 03 0000 005a ffff 877      .diline      90
0000016c 03 0000 0208
00000208 00 9421 fff0      878      stwu      r1,-16(r1)
0000020c 00 7c08 02a6      879      mfspr      r0,lr
                                880      #$$br
00000210 00 93c1 0008      881      stw      r30,8(r1)
00000214 00 93e1 000c      882      stw      r31,12(r1)
                                883      #$$er
00000218 00 9001 0014      884      stw      r0,20(r1)
                                885      #$$ee
0000021c 00 7c7f 1b78      886      mr      r31,r3
00000220 00 7c9e 2378      887      mr      r30,r4
                                888      #      global_struct_2.integer_value =
structure1->integer_value + structure2->integer_value;
                                889      .L77:
00000170 03 0000 005b ffff 890      .diline      91
00000176 03 0000 0224
00000224 00 819f 0000      891      lwz      r12,0(r31)
00000228 00 817e 0000      892      lwz      r11,0(r30)
0000022c 00 7d8c 5a14      893      add      r12,r12,r11
00000230 00 9180 0000      894      stw
                                r12,global_struct_2@sdarx(r0)
                                895      #      global_struct_2.char_value = structure1-
>char_value + structure2->char_value - '0'
                                ;
0000017a 03 0000 005c ffff 896      .diline      92
00000180 03 0000 0234
00000234 00 895f 0004      897      lbz      r10,4(r31)
00000238 00 893e 0004      898      lbz      r9,4(r30)
0000023c 00 7d4a 4a14      899      add      r10,r10,r9
00000240 00 394a 00d0      900      addi     r10,r10,208
00000244 00 9940 0000      901      stb
                                r10,(global_struct_2+4)@sdarx(r0)
                                902      #      return(global_struct_2.integer_value);
00000184 03 0000 005d ffff 903      .diline      93
0000018a 03 0000 0248
00000248 00 8060 0000      904      lwz      r3,global_struct_2@sdarx(r0)
                                905      # )
0000018e 03 0000 005e ffff 906      .diline      94
00000194 03 0000 024c
                                907      #$$be
                                908      #$$br
0000024c 00 83c1 0008      909      lwz      r30,8(r1)
00000250 00 83e1 000c      910      lwz      r31,12(r1)
                                911      #$$er
00000254 00 8001 0014      912      lwz      r0,20(r1)
00000258 00 7c08 03a6      913      mtspr      lr,r0
0000025c 00 3821 0010      914      addi     r1,r1,16
                                915      #$$t1 0x8 0x0
00000260 00 4e80 0020      916      blr
                                917      #$$ef

```

As an example of displaying a variable, to print variable "global\_struct\_2.integer\_value" before the assignment was made, the system may attach a code statement to a desired source line 100'' (shown in Sample Code Listing 2 below), substituting the first machine code instruction 224 associated with this high level line of source with a change in program flow instruction 30''. This embodiment is able to determine the address range of assembly

instructions associated with this single line of source 100'' by monitoring the debug (e.g., ".stabs") "line" information that associates a high level line of source (e.g., 100'') to one or more machine instructions.

## Sample Code Listing 2

```

int add_values_reference(MY_STRUCT *structure1, MY_STRUCT *structure2)
{
.....▶ 100'' global_struct_2.integer_value = structure1->integer_value
+ structure2->integer_value;
→ 30'' 00000224 00 819f 0000      891      lwz      r12,0(r31)
      00000228 00 817e 0000      892      lwz      r11,0(r30)
      0000022c 00 7d8c 5a14      893      add      r12,r12,r11
      00000230 00 9180 0000      894      stw
      r12,global_struct_2@sdarx(r0)

      global_struct_2.char_value = structure1->char_value +
      structure2->char_value - '0';
      return(global_struct_2.integer_value);
}

```

As shown in Sample Code Listing 3 below, to monitor the variable "global\_struct\_2.integer\_value" after the assignment, another code statement 30'' may be attached to the same source line 100''. But instead of substituting for the first machine code instruction 224 associated with the source line 100'', instruction 30'' is substituted for the last machine instruction 230 associated with the line of source 100''. A similar approach may also be taken for modifying a variable after the assignment.

## Sample Code Listing 3

```

int add_values_reference(MY_STRUCT *structure1, MY_STRUCT *structure2)
{
.....▶ 100'' global_struct_2.integer_value = structure1-
>integer_value + structure2->integer_value;
      00000224 00 819f 0000      891      lwz      r12,0(r31)
      00000228 00 817e 0000      892      lwz      r11,0(r30)
      0000022c 00 7d8c 5a14      893      add      r12,r12,r11
→ 30'' 00000230 00 9180 0000      894      stw
      r12,global_struct_2@sdarx(r0)

      global_struct_2.char_value = structure1->char_value +
      structure2->char_value - '0';
}

```

}

### Example 2

Sample Code Listing 4A

```

0000018a 03 0000 0248
00000248 00 8060 0000      904      lwz      r3,global_struct_2@sdarx(r0)
                                905      # )
0000018e 03 0000 005e ffff      906      .dlline      94
00000194 03 0000 024c
                                907      $$be
                                908      $$pr
0000024c 00 83c1 0008      909      lwz      r30,8(r1)
00000250 00 83e1 000c      910      lwz      r31,12(r1)
                                911      $$er
00000254 00 8001 0014      912      lwz      r0,20(r1)
00000258 00 7c08 03a6      913      mtspr      lr,r0
0000025c 00 3821 0010      914      addi      r1,r1,16
                                915      $$tl 0x8 0x0
00000260 00 4e80 0020      916      blr
                                918      $$ef

```

## Sample Code Listing 4B (Buffer 34'')

```

0x00200000      9940 0000      stb      r10,(global_struct_2+4)@sdarx(r0)
0x00200004      ; our code to save registers used by additional
0x20000008      ; code statements
.      ; Machine code to execute code statement(s)
.      ; to modify global_struct_2.integer_value
.      ; machine code to restore registers saved above
0x20010000      4e80 0020      blr

```

For purposes of this Example 2, the scratchpad buffer 34'' begins in memory location 0x00200000, and the routine 35' (Fig. 14) for the desired operation is the first memory allocation within scratchpad 34'. Given these parameters, the routine 35' to effect the desired instrumentation starts at address 0x00200000 as shown.

To "undo" this instrumentation, instrumentation module 12' (Fig. 15) changes the instruction at the original location (in this example, at line 244) back to its original value (e.g., shown in Sample Code Listing 1) and frees the allocated memory in the scratchpad 34' for future use. In the event complex variables are used, i.e., in which multiple machine instructions are required for the assignment to take place, the high level source line debug information (e.g., '.stabs' information) enables



this embodiment of the present invention to properly locate the desired statement following the assignment.

### Example 3

In this example, the "data capture" instrumentation behavior (e.g., function 3 of Table 4) is described with reference to the functions "reference\_function" and "value\_function". These functions both use the global parameter 'global\_struct\_1', shown with arrows "-->" in Sample Code Listing 5A below.

### Sample Code Listing 5A

Original source code:

```

MY_STRUCT reference_function(int *parameter1, char *parameter2)
{
    MY_STRUCT local_struct;

    local_struct.integer_value = *parameter1;
    local_struct.char_value = *parameter2;
    --> global_struct_1.integer_value = *parameter1;

    return(local_struct);
}

MY_STRUCT value_function(int parameter1, char parameter2)
{
    MY_STRUCT local_struct;

    local_struct.integer_value = parameter1;
    local_struct.char_value = parameter2;
    --> global_struct_1 = local_struct;

    return(local_struct);
}

```

In order to capture all modifications to "global\_struct\_1", instrumentation module 12' analyzes the symbol table (e.g., generated during compiling the original source code) to find every location where the symbol is referenced. Module 12' then looks within the compiled source code for machine instructions that perform "write" operations to known data structure locations. The

debug (e.g., ".stabs") information provided by the compiler allows the location of the data to be determined, even in the event the data exists only within registers of the CPU. All that is then required to determine the modification of a data value is the instruction (e.g., opcode) format that generates memory and register writes and the scope of existence for the data. Once this information is obtained, instrumentation module 12' may capture the values in the trace buffer 103 (Fig. 14) for each instance in which the variable/data structure has been deliberately modified.

The resulting machine code listing generated by the above source code (in Sample Code Listing 5A) is shown below in Sample Code Listing 5B. Arrows ("-->") indicate the references (at lines 627 and 768) to 'global\_struct\_1':

## Sample Code Listing 5B

```

char *parameter2)
                                515 # MY_STRUCT reference_function(int *parameter1,
                                516 # {
                                517
                                518 #$$bf
                                519     .align          2
                                520     .globl          reference_function
                                521     reference_function:
                                605     .dline           68
000000ee 03 0000 0044 ffff      606         stwu        r1,-24(r1)
000000f4 03 0000 0150          607         mfspr       r0,1r
00000150 00 9421 ffe8          608 #$$br
00000154 00 7c08 02a6          609         stw         r30,16(r1)
                                610         stw         r31,20(r1)
00000158 00 93c1 0010          611 #$$er
0000015c 00 93e1 0014          612         stw         r0,28(r1)
                                613 #$$ee
00000164 00 7c7f 1b78          614         mr         r31,r3
00000168 00 7c9e 2378          615         mr         r30,r4
                                616         # MY_STRUCT local_struct;
                                617         #
                                618         #         local_struct.integer_value =
*parameter1;
                                619 .L51:
000000f8 03 0000 0047 ffff      620         .dline           71
000000fe 03 0000 016c          621         lwz         r12,0(r31)
0000016c 00 819f 0000          622         stw         r12,8(r1)
00000170 00 9181 0008

```

```

00000102 03 0000 0048 ffff 623 # local_struct.char_value = *parameter2;
00000108 03 0000 0174 624 .diline 72
00000174 00 897e 0000 625 lbz r11,0(r30)
00000178 00 9961 000c 626 stb r11,12(r1)
*parameter1;
0000010c 03 0000 0049 ffff 627 # global_struct_1.integer_value =
00000112 03 0000 017c 628 .diline 73
0000017c 00 815f 0000 629 lwz r10,0(r31)
00000180 00 9140 0000 630 stw
r10,global_struct_1@sdarx(r0)
00000116 03 0000 004b ffff 631 #
0000011c 03 0000 0184 632 # return(local_struct);
00000184 00 3961 0008 633 .diline 75
00000188 00 806b 0000 634 addi r11,r1,8
0000018c 00 808b 0004 635 lwz r3,0(r11)
636 lwz r4,4(r11)
637 # }
00000120 03 0000 004c ffff 638 .diline 76
00000126 03 0000 0190 639 #$$be
640 #$$br
00000190 00 83c1 0010 641 lwz r30,16(r1)
00000194 00 83e1 0014 642 lwz r31,20(r1)
643 #$$er
00000198 00 8001 001c 644 lwz r0,28(r1)
0000019c 00 7c08 03a6 645 mtspr lr,r0
000001a0 00 3821 0018 646 addi r1,r1,24
647 #$$tl 0x18 0x0
000001a4 00 4e80 0020 648 blr
649 #$$ef
650 .L50:
651 .section .debug
652 .L58:
0000035f 02 0000 0004 653 .4byte 0x4
654 .previous
655 .type reference_function,@function
656 .size reference_function,-
reference_function
657
658 # Allocations for reference_function
659 # r31 parameter1
660 # r30 parameter2
661 # SP,8 local_struct
662 # MY_STRUCT value_function(int parameter1, char
parameter2)
663 # {
664
665 #$$bf
666 .align 2
667 .globl value_function
668 value_function:
0000012a 03 0000 004f ffff 748 .diline 79
00000130 03 0000 01a8 749 stwu r1,-24(r1)
000001a8 00 9421 ffe8 750 mfspr r0,lr
000001ac 00 7c08 02a6 751 #$$br
000001b0 00 93c1 0010 752 stw r30,16(r1)
000001b4 00 93e1 0014 753 stw r31,20(r1)
754 #$$er
000001b8 00 9001 001c 755 stw r0,28(r1)
756 #$$ee
000001bc 00 7c7f 1b78 757 mr r31,r3
000001c0 00 7c9e 2378 758 mr r30,r4
759 # MY_STRUCT local_struct;
760 #
761 # local_struct.integer_value = parameter1;
762 .L64:
00000134 03 0000 0052 ffff 763 .diline 82

```

```

0000013a 03 0000 01c4
000001c4 00 93e1 0008      764      stw          r31,8(r1)
                                765      #          local_struct.char_value = parameter2;
0000013e 03 0000 0053 ffff      766      .diline      83
00000144 03 0000 01c8
000001c8 00 9bcl 000c      767      stb          r30,12(r1)
                                768      #          global_struct_1 = local_struct;
                                769      .diline      84
00000148 03 0000 0054 ffff
0000014e 03 0000 01cc
000001cc 00 3960 0000      770      addi         r11,r0,global_struct_1@sdarx
000001d0 00 3981 0008      771      addi         r12,r1,8
000001d4 00 812c 0000      772      lwz          r9,0(r12)
000001d8 00 814c 0004      773      lwz          r10,4(r12)
000001dc 00 912b 0000      774      stw          r9,0(r11)
000001e0 00 914b 0004      775      stw          r10,4(r11)
                                776      #
                                777      #          return(local_struct);
00000152 03 0000 0056 ffff      778      .diline      86
00000158 03 0000 01e4
000001e4 00 3961 0008      779      addi         r11,r1,8
000001e8 00 806b 0000      780      lwz          r3,0(r11)
000001ec 00 808b 0004      781      lwz          r4,4(r11)
                                782      # }
0000015c 03 0000 0057 ffff      783      .diline      87
00000162 03 0000 01f0
                                784      #$$be
                                785      #$$br
000001f0 00 83c1 0010      786      lwz          r30,16(r1)
000001f4 00 83e1 0014      787      lwz          r31,20(r1)
                                788      #$$ser
000001f8 00 8001 001c      789      lwz          r0,28(r1)
000001fc 00 7c08 03a6      790      mtspr        lr,r0
00000200 00 3821 0018      791      addi         r1,r1,24
                                792      #$$t1 0x18 0x0
                                793      blr
                                794      #$$ef
                                795      .L63:
                                796      .section      .debug
                                797      .L71:
0000041d 02 0000 0004      798      .4byte       0x4
                                799      .previous
                                800      .type        value_function,@function
                                801      .size        value_function,-
value_function
                                802
                                803      # Allocations for value_function
                                804      #          r31          parameter1
                                805      #          r30          parameter2
                                806      #          SP,8          local_struct
                                807      # int add_values_reference(MY_STRUCT *structure1,
MY_STRUCT *structure2)

```

Each of the two assignments (at 627 and 768) is different. In the first instance (at 627) a single instruction stores the value, while in the second instance (at 768) multiple stores are required. To correctly handle this, instrumentation module 12' identifies the final assignment and replaces it with a program flow change instruction (30', 30'', 30''', etc.,) to branch execution to scratchpad 34', 34'', etc., to facilitate recording (e.g.,

outputting) the information. Steps implemented by this embodiment of the present invention are shown in the following Table 6:

Table 6

1) Identify the address blocks in the main code segment that are associated with the high level source line that modifies the identified variable/structure.
2) Locate the final machine instruction(s) for each modification of the variable/structure and retain the original instruction(s). These are the instruction(s) that will be replaced with the program flow change instruction(s) 30', 30'', etc.
3) Select the particular trace acquisition code statement(s) (including program flow change instructions 30', 30'', etc.) that will create the sequence of machine instructions necessary to output the data to the trace buffer 103. This may typically require analyzing the symbol table of the code 28 to know how to access the data structures thereof.
4) Copy/Paste the code statement(s) 30', 30'', etc. (Fig. 14), as well as the original (e.g., substituted) instructions of the code 28, into translation (instrumentation) table 150.
5) Determine the size of: the machine code statements generated in step (3); the register context code to save/restore the original register context (e.g., using the information stored in Instrumentation Table 150), the original instruction, and code 32', 32'', etc., to redirect 96', 98' (Fig. 14) execution to the address following the original instruction(s).
6) Allocate memory from the scratchpad buffer 34', 34'', etc., of the size determined in step 5.
7) Allocate additional memory for each instance of the variable/structure that is to be captured in the trace buffer 103, of a size sufficient to hold the original (replaced) instruction, the code to save/restore the context of the return address, a program flow change instruction (30', 30'', etc.) to branch to the code that captures the data in the trace buffer, and a program flow change instruction (32', 32'', etc.) to return to program execution on the address following the original instruction.
8) Insert the trace acquisition code (from step 3) in the scratchpad memory allocated in step 6.

- |  |
|--|
| 9) Insert the code described in step 5 into the scratchpad memory allocated in Step 6. Repeat this step for each instance of the variable that is identified by the debug information.   |
| 10) Modify (substitute, attach, etc.) the memory location(s) where the desired original instruction(s) reside to contain the program flow change instruction 30', 30'', etc., to vector program execution to the start address of the newly allocated code space within the scratchpad memory. |

**Example 4**

The following Example 4 is similar to Example 3 hereinabove, with additional assignments of the variable 'global\_struct\_1'. Sample Code Listing 6A shows the executable code 28'' with modifications performed to facilitate the capture of the variable modifications in the trace buffer 103 (i.e., to effect step 3 of Table 6 above).

Sample Code Listing 6B shows the routine 35'' used to effect these changes to code 28''. For purposes of the example, the scratchpad buffer 34'' starts in memory at 0x00200000, and routine 35' is the first memory allocation, so the routine 35' begins at address 0x00200000.

**Sample Code Listing 6A**

```

char *parameter2)
515 # MY_STRUCT reference_function(int *parameter1,
516 # {
517
518 #$$bf
519 .align 2
520 .globl reference_function
521 reference_function:
605 .dline 68
000000ee 03 0000 0044 ffff
000000f4 03 0000 0150
00000150 00 9421 ffe8
00000154 00 7c08 02a6
00000158 00 93c1 0010
0000015c 00 93e1 0014
606 stwu r1,-24(r1)
607 mfspr r0,lr
608 #$$br
609 stw r30,16(r1)
610 stw r31,20(r1)

```

```

00000160 00 9001 001c
00000164 00 7c7f 1b78
00000168 00 7c9e 2378

*parameter1;
000000f8 03 0000 0047 ffff
000000fe 03 0000 016c
0000016c 00 819f 0000
00000170 00 9181 0008

00000102 03 0000 0048 ffff
00000108 03 0000 0174
00000174 00 897e 0000
00000178 00 9961 000c
→
*parameter1;
0000010c 03 0000 0049 ffff
00000112 03 0000 017c
0000017c 00 815f 0000
Ⓐ ← 00000180 00 4821 0004

00000116 03 0000 004b ffff
0000011c 03 0000 0184
Ⓑ → 00000184 00 3961 0008
00000188 00 806b 0000
0000018c 00 808b 0004

00000120 03 0000 004c ffff
00000126 03 0000 0190

00000190 00 83c1 0010
00000194 00 83e1 0014

00000198 00 8001 001c
0000019c 00 7c08 03a6
000001a0 00 3821 0018

000001a4 00 4e80 0020

0000035f 02 0000 0004

reference_function
parameter2)

0000012a 03 0000 004f ffff
00000130 03 0000 01a8
000001a8 00 9421 ffe8
000001ac 00 7c08 02a6

```

```

611 #$$er
612 stw r0,28(r1)
613 #$$ee
614 mr r31,r3
615 mr r30,r4
616 # MY_STRUCT local_struct;
617 #
618 # local_struct.integer_value =
619 .L51:
620 .diline 71
621 lwz r12,0(r31)
622 stw r12,8(r1)
623 # local_struct.char_value = *parameter2;
624 .diline 72
625 lbz r11,0(r30)
626 stb r11,12(r1)
627 # global_struct_1.integer_value =
628 .diline 73
629 lwz r10,0(r31)
630 bl 0x210004
631 #
632 # return(local_struct);
633 .diline 75
634 addi r11,r1,8
635 lwz r3,0(r11)
636 lwz r4,4(r11)
637 # }
638 .diline 76
639 #$$be
640 #$$br
641 lwz r30,16(r1)
642 lwz r31,20(r1)
643 #$$er
644 lwz r0,28(r1)
645 mtspr lr,r0
646 addi r1,r1,24
647 #$$tl 0x18 0x0
648 blr
649 #$$ef
650 .L50:
651 .section .debug
652 .L58:
653 .4byte 0x4
654 .previous
655 .type reference_function,@function
656 .size reference_function,-
657
658 # Allocations for reference_function
659 # r31 parameter1
660 # r30 parameter2
661 # SP,8 local_struct
662 # MY_STRUCT value_function(int parameter1, char
663 # {
664
665 #$$bf
666 .align 2
667 .globl value_function
668 value_function:
669 .diline 79
670
671 stwu r1,-24(r1)
672 mfspr r0,lr

```

```

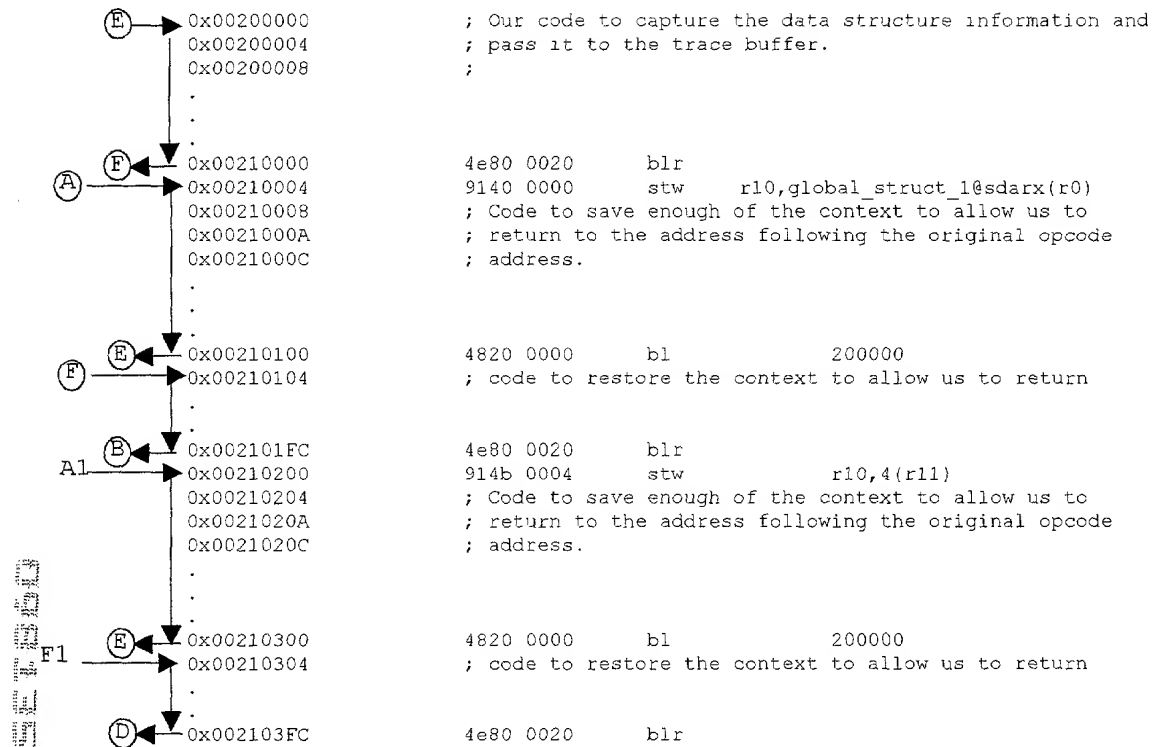
000001b0 00 93c1 0010
000001b4 00 93e1 0014
000001b8 00 9001 001c
000001bc 00 7c7f 1b78
000001c0 00 7c9e 2378
00000134 03 0000 0052 ffff
0000013a 03 0000 01c4
000001c4 00 93e1 0008
0000013e 03 0000 0053 ffff
00000144 03 0000 01c8
000001c8 00 9bc1 000c
00000148 03 0000 0054 ffff
0000014e 03 0000 01cc
000001cc 00 3960 0000
000001d0 00 3981 0008
000001d4 00 812c 0000
000001d8 00 814c 0004
000001dc 00 912b 0000
000001e0 00 4821 0200
00000152 03 0000 0056 ffff
00000158 03 0000 01e4
000001e4 00 3961 0008
000001e8 00 806b 0000
000001ec 00 808b 0004
0000015c 03 0000 0057 ffff
00000162 03 0000 01f0
000001f0 00 83c1 0010
000001f4 00 83e1 0014
000001f8 00 8001 001c
000001fc 00 7c08 03a6
00000200 00 3821 0018
00000204 00 4e80 0020
0000041d 02 0000 0004
value_function
MY_STRUCT *structure2)

751 #$$br
752 stw r30,16(r1)
753 stw r31,20(r1)
754 #$$er
755 stw r0,28(r1)
756 #$$ee
757 mr r31,r3
758 mr r30,r4
759 # MY_STRUCT local_struct;
760 #
761 # local_struct.integer_value = parameter1;
762 .L64:
763 .dline 82
764 stw r31,8(r1)
765 # local_struct.char_value = parameter2;
766 .dline 83
767 stb r30,12(r1)
768 # global_struct_1 = local_struct;
769 .dline 84
770 addi r11,r0,global_struct_1@sdx
771 addi r12,r1,8
772 lwz r9,0(r12)
773 lwz r10,4(r12)
774 stw r9,0(r11)
775 bl 0x210200
776 #
777 # return(local_struct);
778 .dline 86
779 addi r11,r1,8
780 lwz r3,0(r11)
781 lwz r4,4(r11)
782 # }
783 .dline 87
784 #$$be
785 #$$br
786 lwz r30,16(r1)
787 lwz r31,20(r1)
788 #$$er
789 lwz r0,28(r1)
790 mtspr lr,r0
791 addi r1,r1,24
792 #$$tl 0x18 0x0
793 blr
794 #$$ef
795 .L63:
796 .section .debug
797 .L71:
798 .4byte 0x4
799 .previous
800 .type value_function,@function
801 .size value_function,.-
802
803 # Allocations for value_function
804 # r31 parameter1
805 # r30 parameter2
806 # SP,8 local_struct
807 # int add_values_reference(MY_STRUCT *structure1,

```

Sample Code Listing 6B





As shown, code segment "E" (beginning on line 0x00200000 and continuing to 0x00210000) is trace acquisition code (e.g., selected in Step 3 of Table 6 hereinabove) within routine 35''. This code segment transfers a specific data structure (e.g., associated with an instance of the desired variable) into the buffer 103. The code segment "A" (beginning at line 0x00210004 and continuing to 0x00210100) saves register context, etc., (e.g., Step 4 of Table 6 hereinabove) for a specific usage of the data structure in the code 28''. Code Segment "F" serves to restore the original code 28'', if desired. (A discrete instance of code segments "A" and "F", such as shown as segments "A1" and "F1", may thus be included for each instance of the desired variable found in code 28''.)

In operation, code 28'' (Code Listing 6A) executes until an instance of the desired variable (e.g., `global_struct_1`) is found, such as at line 627, at which point a program flow change instruction is substituted (e.g., at line 630) which branches execution to code segment "A" (line 0x00210004) of routine 35'' (Code Listing 6B). Subsequent lines of segment "A" are executed (e.g., to save context for "undo") until line 0x00210100 branches execution to code segment "E" (line 0x00200000). Execution of "E" continues (e.g., which serves to trace data) until line 0x00210000 branches execution to code segment "F" beginning on line 0x00210104. Segment "F" serves to restore code 28'' (i.e., to 'undo' the instrumentation) if desired. Execution of segment "F" continues until line 0x002101FC branches execution back to code 28'' at a point subsequent to the original branch to "A" (e.g., to line 634, shown as "B" in Code Listing 6A).

Code 28'' then continues to execute until another instance of the desired variable (e.g., `global_struct_1`) is found, such as at line 768. As shown, the variable uses a different register than that used in the previous instance. For this reason, instead of again branching to code segment "A", the program flow change instruction substituted at line 775 branches execution to code segment "A1" (beginning on line 0x00210200 of routine 35''), which then branches to segment "E", followed by segment "F1". Segments "A1" and "F1" are executed in a manner similar to that described for segments "A" and "F" above.

The structure illustrated in this example advantageously allows multiple instances of segments "A", "A1", etc., ('store context') and "F", "F1", etc., ('restore code') to exist, such as to accommodate

instances in which the variable of interest uses different registers to access the data. These multiple instances, in turn, provide a predetermined, uniform call structure that is conveniently receivable by a single instance of code segment "E" to transfer the data to buffer 103. This aspect nominally eliminates the need to repeat code segment "E" for each instance of the variable being traced. Thus, for a given amount of memory in the scratchpad, this embodiment permits instrumentation of a relatively greater number of instances of the desired variable. Advantageously, this approach tends to save considerable space when capturing variable/structure modification across many different functions in the code 28''.

In light of the foregoing, various additional features may be provided by embodiments of the present invention. For example, in addition to the code modifications and insertions described hereinabove, it also may be desirable to identify the type of information that is being inserted into the trace (i.e., into the output to trace buffer 103). Normally the trace includes instructions and data associated with the instructions. With a particular embodiment of the present invention as described hereinabove, a particular instruction (i.e., source code or opcode) and its associated address may not necessarily appear in the trace. As such, it may be desirable to also insert information to identify the distinction between code and data. Moreover, for data, an embodiment of the present invention may provide sufficient information in the trace to allow the host system to determine which data values are represented so the information can be displayed in a format that is easily